

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the Application.

Listing of Claims:

1. (original) A unified user interface for an application comprising:

one or more component tables, wherein each component table corresponds to a

component of the application; and

a master table merged from the one or more component tables.
2. (original) The user interface of claim 1, wherein the master table includes available
command and available command vectors for the application.
- A¹ 3. (original) The user interface of claim 1, wherein each component table includes at
least one command for the corresponding component.
4. (original) The user interface of claim 2, wherein each command and command vector
has a unique object identifier.
5. (original) The user interface of claim 2, wherein each command and command vector
has a flag specifying visibility.

6. (original) The user interface of claim 1 further comprising an additional component table and wherein the master table is merged from the at least one component table and the additional component table.

7. (original) The user interface of claim 1, wherein a removed component table of the at least one component table corresponds to a removed component and wherein the master table is merged from the remaining component tables of the at least one component table.

8. (original) The user interface of claim 1, wherein the master table includes available commands, menus and toolbars and the location of each available command.

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9. (currently amended) A data model for a suite application comprising:
commands, wherein each command corresponds to one or more components of the suite application, and wherein at least one command corresponds to at least one entry in a component table and a master table;

command vectors;

wherein the command vectors contain groups;

wherein the groups contain items; and

wherein the items comprise the commands, submenus and other user interface widgets.

10. (currently amended) The data model of claim ~~10~~ 9, wherein each command has a master group and wherein each group has a master menu.

✓ 11. (original) A method for generating a user interface for a suite application having a host application and at least one component comprising:

starting a host application;

determining if registry entries for the suite application have been altered;

on registry entries being altered, remerging component tables and rebuilding a master

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table;

building default user interface components; and

building additional user interface components on demand.

12. (original) The method of claim 11, wherein building default user interface components comprises:

building minimal menus for the host application;

building minimal toolbars for the host application; and

building minimal key bindings for the host application.

13. (original) The method of claim 12, wherein building additional user interface components on demand comprises:

on a user executing a command corresponding to a component, building menus, toolbars and key binding for the corresponding component.

14. (original) A method for generating a user interface for a suite application having a host application and at least one component comprising:

starting a host application;
remerging component tables and rebuilding a master table;
building default user interface components; and
building additional user interface components on demand.

A' 15. (original) The method of claim 14, further comprising:
installing an additional component for the suite application; and
modifying registry entries for the suite application.

16. (original) A method for creating a master table comprising:
generating at least one component table, wherein each component table is generated by:

creating at least one resource text file;
compiling the at least one resource text file into at least one binary resource file; and
compiling the at least one binary resource file into the component table; and
merging the at least one component table into the master table.

✓ 17. (original) A method for creating a unified user interface for a host application comprising at least one component, where the host application and at least one component each have a set of user interface elements, the method comprising:

creating a master table by merging at least component table where the master table describes the user interface elements of the host application and the at least one component table;

building default menus for the unified user interface based on information in the master component table, the default menus initially showing a default user interface as the unified user interface; and

upon activation of one of the at least one components, building additional menus into the unified user interface for the activated components.

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18. (original) The method of claim 17, further comprising:

building default toolbars and keyboard bindings into the unified user interface.

19. (original) The method of claim 17, further comprising:

upon activation of one of the at least one components, building additional toolbars into the unified user interface.

20. (original) The method of claim 19, further comprising:

upon de-activation of a component, removing user interface controls corresponding to the component.

21. (original) A computer readable medium having instructions stored thereon for causing a computer to perform a method for generating a user interface for a suite application having a host application and at least one component, the method comprising:

starting a host application;

determining if registry entries for the suite application have been altered;

upon registry entries being altered, remerging component tables and rebuilding a master table;

building default user interface components; and

building additional user interface components on demand.

22. (original) A computer system that generates a user interface for a suite application on a display of the computer, the system comprising:

means for determining if a component has been added;

means for remerging component tables into a master table;

means for building the user interface from the master table.

23. (currently amended) A computer-readable medium having stored thereon one of a group comprising a component table and a master table, said one of said group comprising a data structure, said data structure comprising:

a first data field containing data representing a command section to describe commands, groups and menus to be created;

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a second data field containing data representing a command placement section to specify locations for the commands;

a third data field containing data representing a visibility section to modify visibility of the commands, groups and menus; and

a fourth data field containing data representing a ~~keybindings~~ key bindings section to associate ~~keybindings~~ key bindings to the commands.

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